

PORTER UN CHAPEAU

MANN

DECEMBER 2023

x **TFConnect**



THE TFCONNECT SPECIAL

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MANN Magazine & TFConnect Special

Introduction

Written by yeehaw88 | Edited by Toaster Lad
Render by Trumpet | Layout by nenkaii



Self-reflection is a common genre of thought around this time of the year. The world gets dark quicker, the flesh on one's bones goes numb, and that strange stuff starts falling out of the sky.

I don't mean snow. What I mean is the creeping feeling of doing enough for the fellow people one walks the Earth with. It isn't a harsh feeling, nor a gentle feeling.

The feeling is more akin to a loved one one hasn't seen in awhile asking, "Hey, how are you doing? What have you been up to?"

Some dread this question, as some didn't get to do the things they wanted to. Some love this question, as they did get to do the things they wanted to.

The did's, the didn'ts, the couldn'ts, the should haves; it all stacks up to the question of:

"Did I do enough?"

Now, not all people agree with this line of thinking, (I most certainly do,) but to do enough can be answered with the same answer to "*Did I give enough back?*"

Not everyone can, but sometimes that missing piece is patched up when you help a cause, an organization, a small gathering, and ultimately, another living human being.

To begin brightening up the room, us plucky folk at MANN Magazine have gotten the immense privilege and honor of collaborating with the TFConnect 2023 charity event.

You will hear enough about this that by the end of this magazine, you could be a spokesperson for the event.

You will hear that SpecialEffect is one of the most heartwarming charity groups on the planet, as it allows impaired youth to enjoy the favorite pastime of video games with us all.

You will hear that TFConnect is a raging bullet train that will never stop in its tracks when it comes to bringing good times for the holidays and even better donation figures year after year.

You will hear about the new chaotic party favor cooked up by the elusive and talented TFConnect member, Mikusch! (That

one gets to be enjoyed on stream
for the record!)

You will hear charming little accounts from other TFConnect staff members, and even the one who started it all, the Master of all TFConnect Ceremonies: **cheddzy!**

You will also hear a very intrusive advertisement for merchandise and related affairs for the event itself. (What jackass ruined the humble tone by trying to peddle product- oh.)

After all you hear in this spectacular read, we certainly hope it convinces you to show up to the yearly gig and perhaps toss a few extra coins this holiday season.

There is always time to do "enough" anyway.

**Happy holidays,
and we hope you
enjoy our biggest
collaborative
effort yet!**

(You're still here? C'mon, you gotta go read the rest, this was our ace in the hole for the year. Go! Shoo! Donate some money! You couldn't possibly care that this was an office wide effort. No seriously, we had folks from the US East Coast all the way out to the Philippines. We even had our singular Aussie Lad help bind this all together. All the schedule-bending interviews, sleepless wrist breaking nights, writer frustration over some missing numbers, layout designers procrastinating: it was all worth it. From the bottom of my over the top fox-shot grin heart, this was one big slice of glory cake for the team. Oh look what you have done! I got all mushy on the introduction! Go and read, you giggling imp!)



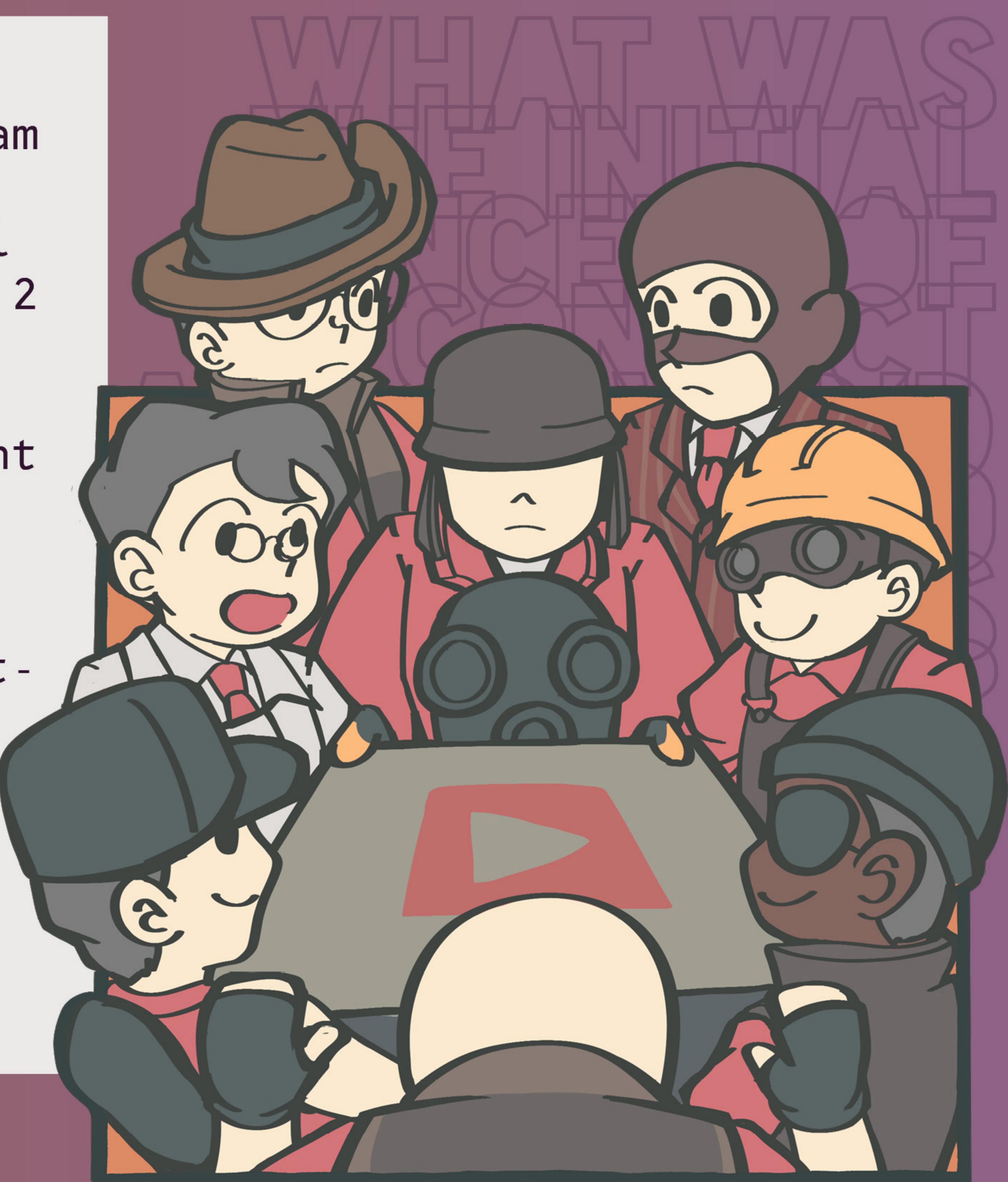
TFConnect: PAST, PRESENT, AND FUTURE

Interview by TableCroissants
Written by Toaster Lad
Edited by yeehaw88
Illustrated by Alto Arcade
Formatting by nenkaii

What was the initial concept of TFConnect and how did it form into what it is today?

Starting off as a small collaboration team known as “TFCollabs”, there was a simple goal to bring Team Fortress 2 creators together with the common interest of creating Youtube content for a single, tightly knit community.

Shortly after creating a community server for like minded players, a peaceful community was harbored. A few months after becoming an active

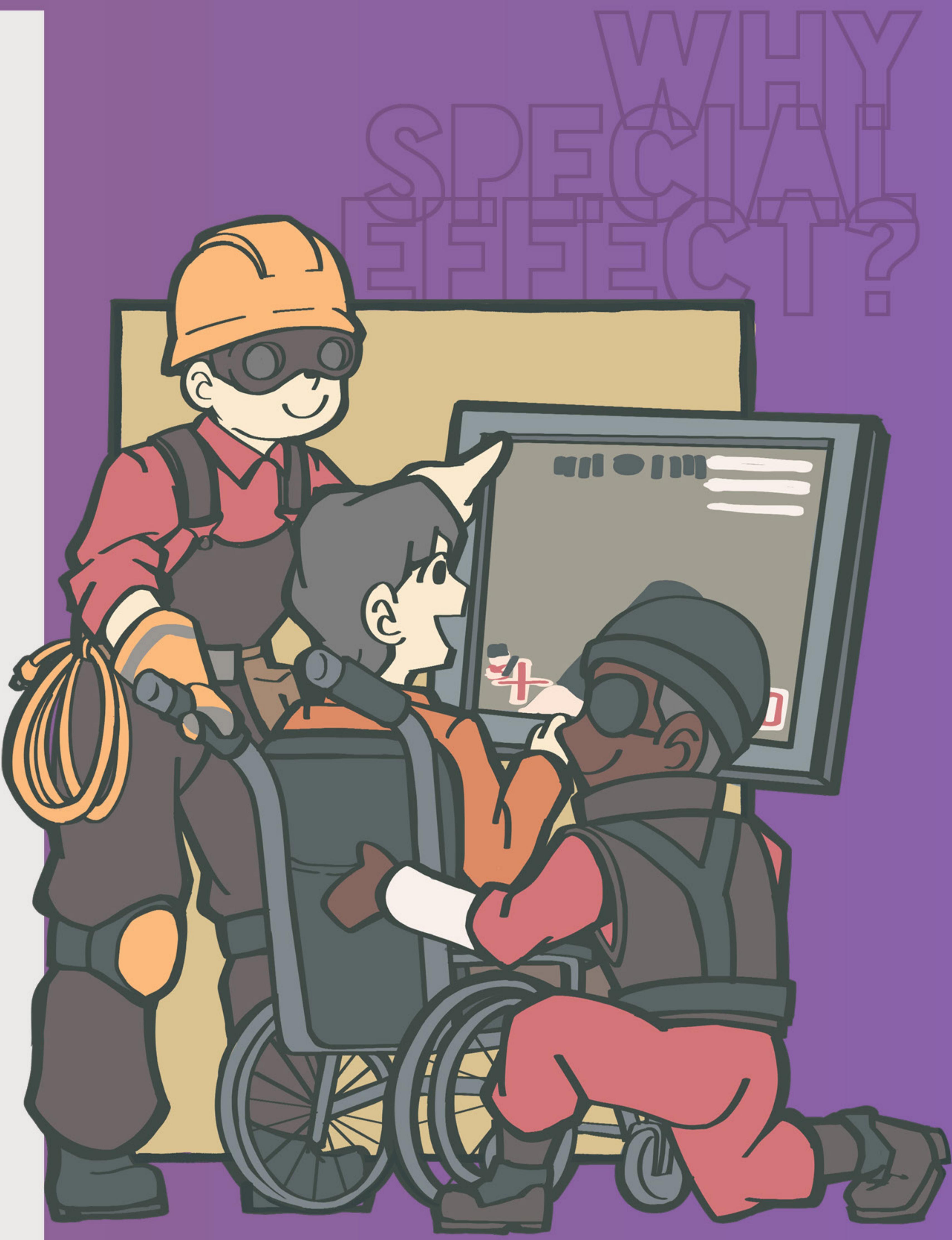


member and joining the staff team, Cheddzy was a part of their first charity event in 2017 under the title of “TFCollabs Charity Stream;” a wholesome collection of small and silly TF2 activities. While it was rather loose and clueless, the team still raised \$235 for charity, passing their goal of \$200.

A year later the name “TFConnect” was coined, and TFCollabs was rebranded to “TFCo.”. This is when the charity streams started to take shape, changing every year to become the beloved charity event we now know today, with 2020 being the **“major stepping stone for change,”** as production value increased exponentially.

Why *SpecialEffect*?

TFConnect, due to its United Kingdom origins, partners with *SpecialEffect*, a charity that helps children with



physical disabilities enjoy video games. It is well known why TFCo. kept *SpecialEffect* as their charity of choice over the years.

With TFConnect serving as witness to their cause and reason of making video games accessible for everyone, and loving the unity they bring to others; they had full faith in being shepherds for *SpecialEffect*’s cause.

With much enthusiasm,

Cheddzy has confidently said that working with the SpecialEffect staff has been “incredibly inspiring” every year.

When TFConnect was still growing, I'm sure there were some hiccups. Was there anyone or anything that gave you the necessary tools to improve on past mistakes?

Starting off with a justgiving page and streaming TF2 games within their scope, the TFCO. team decided to expand

their charity event, with help from veteran groups such as Tip Of The Hats, Hugs.tf, and Blapature Co. for initial support and inspiration, plus getting major growth and support when they started working with classic community giant: Kritzkast.

In 2019, TFConnect **destroyed** their charity goals, going over their target by around **128%**, and the following year raising

\$10, 000

which was roughly 300% over their initial goal.



Obviously, throughout the years, there is a key to the success you guys have found. What is that key, and how were you able to keep improving on it to make TFConnect what it is today?

What makes TFConnect so special? Well, there are three major parts: audience interaction, content diversity, and hierarchy.

When it comes to Audience interaction, TFCO. strives to make every part of the stream enjoyable for all, doing the best to make sure both viewers and participants are enjoying the time they spend watching or partaking in the event. For instance, a cooking show segment with viewers being able to affect the ingredients and outcome of what they are cooking.

Diversity is something the TFConnect is very proud of holding. While the charity events



did start off as a TF2Ber tournament event, they have changed to include the greater TF2 community, with map creators, illustrators, modelers, cosplayers, animators, and basically any other piece of content under Teufort's sun. It is described as the "sweet spot" of TFConnect by Cheddzy.

And when referring to Hierarchy, this actually refers to the lack of one. While some people

in TFCO. have jobs that handle more sensitive and bigger choices, i.e. Cheddzy being the “project lead”, they ensure everyone on the team has a voice in what is happening, and make sure nobody on the team will go ignored or unheard. As a matter of fact, some of their staple content came from a comment someone made and was expanded upon. After all, the event’s nature comes from collaboration, and they want to strive to continue that energy.

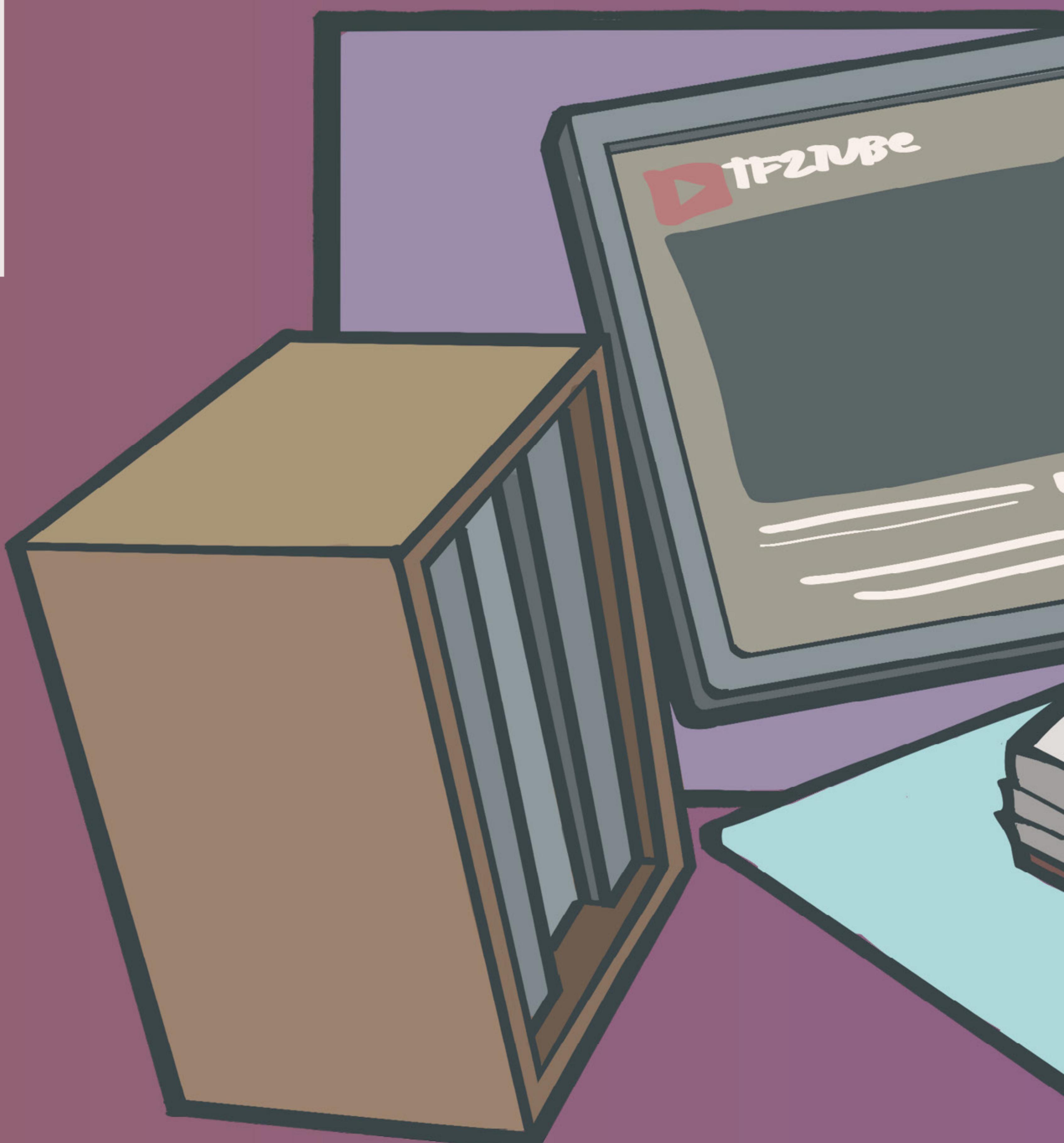
“Every year is a new challenge to make our events even more engaging, and to put focus on a new set of creatives that make TF2’s community great,” said Cheddzy during the interview

“Every year is a new challenge to make our event even more engaging, and to put focus on a new set of creatives that make TF2’s community great.”

How has the community’s constant support helped you guys push through some tough times to produce an excellent show?

Managing TFConnect isn’t easy. Organizing the event is an emotional rollercoaster to the moon and back, with second thoughts about every new event, and the consequential 50/50 on whether or not it works.

But along with bumps in the road with project management, The final



product that is revealed during the charity events is always astonishing; with the TFConnect team being proud of the job. Overall, the TFConnect team appreciates the community's support, as they with the event through thick and thin, with the heartfelt and comedic charity messages sent in from donors. and behind the scenes, time spent making TFConnect into what it is today.

The TFConnect team enjoys all the support from the viewers at home, knowing that without them, none of this would be possible.

With this year, it'll be around 6 years of TFConnect. What are some bigger future plans you want to expand on?

With 6 years of TFConnect upon us, the TFConnect team has some ideas lined up for what to do for not only this year but for the years coming, with project lead Cheddzy stating that he would love to host award shows for TFConnect in the near future, and also making TFConnect a multi-media event, though this might not be seen for a few years.

[MANN Magazine for best non-video TF2 fan medium!]

Well, that is all we can share, but we sincerely hope TFConnect will continue to be a beacon of charity within the community.

Godspeed, you magnificent soldiers.





MIKUSCH AND THE CHAOS MOD

ARTICLE BY ENDERKILL
INTERVIEW BY YEEHAW88
ART BY THEGREMLINDRAWS
LAYOUT BY ALTO ARCADE

As another part of the Mann Magazine's TFConnect Special, we interviewed Mikusch, a TF2 scripter and developer in TFConnect's core team! Outside of TFConnect, Mikusch is known for his creation Fortress Royale and his work on the (now in-game) TF2 map Spineyard. He is also the creator of the reputed Chaos Mod.



Mikusch's internet footprint is fairly concealed, and he says this is because *"I don't like presenting myself as much as some other people, partially because I don't know how to, which is probably the reason I post so little."*

He does insist on receiving credit for anything he's created or contributed to, which means that you'll find his name in many projects throughout the TF2 community. He most recently contributed to the payload map Spineyard, which is featured in Scream Fortress XV.

Often he works independently, meaning his projects are largely private until they're released. *"My most popular creation is probably Fortress Royale,"* Mikusch says, *"the first ever true free-for-all Battle Royale gamemode in Team Fortress 2."*

What drives Mikusch to mod is the desire to do something no one has ever done before and see random people play it. *"I've done countless things that people either considered impossible or too hard to pull off, and yet I've succeeded."* It's not everyday that you see a Half-Life 2 vehicle in TF2, or see Mann Vs. Machine configured to allow players to spawn in as a robot horde, Mikusch says.

In particular, Mikusch likes to challenge himself to see how far he can bend the game into something entirely different from TF2's regular gameplay.

Aside from all of that, what exactly is Chaos Mod? Mikusch says it can be described as the old "roll the dice" (!rtd) function, but completely automated. Every 45 seconds, a random effect is activated, and the effect ranges from the meager, like random crits getting enabled, to the game-breaking, like the entire map becoming a conglomerate of physics props.

There are roughly 150 effects, and Mikusch adds more whenever he has a good idea for one. Mikusch got inspiration from watching a streamer play Chaos Mod V, which is a rendition of Chaos Mod for Grand Theft Auto V. "Even though it was quite a challenge to translate it into something that could be used in a multiplayer environment, it works very well and has been positively received.", Mikusch proclaims.

In his journey to becoming a TFConnect member, Mikusch started as an affiliate of the now defunct DispenzOrs Fun Server (DFS) community for TFConnect's winter event in 2021. There was a segment in that event where they showed off various different minigames that viewers could join into, and Mikusch got into that through the Blapature Co. charity stream of summer earlier that year. At some point amidst this, Mikusch asked if he could be more involved with the charity, and became part of the core team.

But why put so much time into this charity? Mikusch says: *"Charity is very important to me. I donate to pretty much every single community-hosted TF2 charity event because I know there are people out there that have it much worse than me."* Being able to contribute to these events (non-monetarily) is something he feels great about.

"It can be very exhausting, especially in the days leading up to the event, but seeing the amount of money raised at the end makes it all worth it. I already do a lot of work just for the enjoyment of others, so why not do it to support a great cause?"





TIMELINE

Written by **moshi** | Edited by **yeehaw88** |
Illustrated by **Consulting Burrito**

With the passing of the years, the TF2 Community has grown immensely, and with that comes the increase in participation on all sorts of events. That became really apparent when the game surpassed its old top simultaneous player-count of nearly 168k in early July of this year, and with all that revival, it's natural to expect a growth in that participation again.

\$1,142 on a \$400 goal



\$235 on a \$200 goal
(TFCollabs Charity Stream)

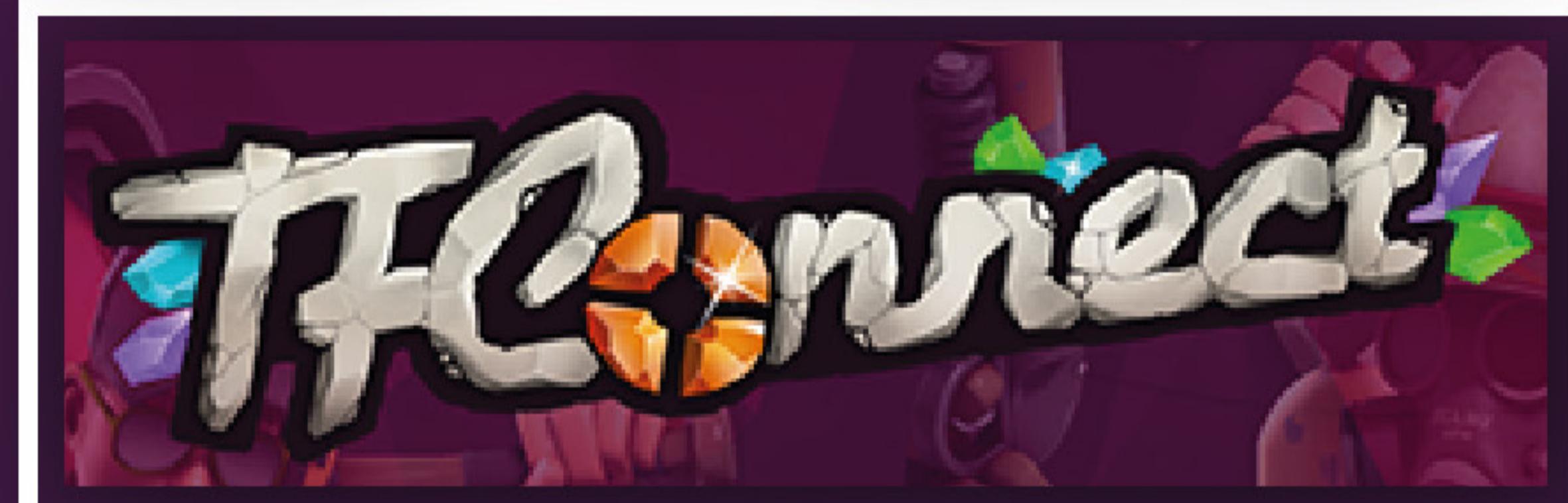


\$1,934 on a \$1,500 goal

This year's TFConnect aims to, once again, benefit organisations like **SpecialEffect** that aims to transform the life of disabled gamers using from eye-tracking sensors to modified controllers to bring better adaptation and a more comfortable routine and give them the opportunity of showing their skills. TFConnect has raised over **\$28,000** on last year's **\$15,000** goal, and has raised over **\$50,000** after its first appearance in the first official **TF.Co community charity event** in

2018. Obviously, still helping to this day, TFConnect has committed great support to various causes since then, even working together with large TF2 websites, like **scrap.tf**. (For those looking to donate, but lack cash funding, thanks to the **scrap.tf + TFConnect collaboration**, TF2 item based donations are possible.) Now to sum things up, here goes a legacy recap with all of the past year's goals and the associated amounts that were raised!

\$9,834¹ on a \$3,306 goal¹



2020

2021



\$16,457² on a \$10,000 goal

\$28,138 on a \$15,000 goal



2022

¹(translated over from £=\$ value at the time of the event)

²(\$21,500+ as we raised around \$5,000 additional for Stop AAPI Hate that year)

TFConnect is a wonderful thing. Not only is it entirely community-run, it is also holiday themed AND for charity? Amazing! Everyone who has spent even a remote amount of time researching, interacting with, or even participating in their yearly events knows this, and the extremely positive reception they have received is both deserved and expected.

TFConnect doesn't run itself, however. TF.Co is made up of wonderful people who make TFConnect possible. And, unfortunately, these people often don't get the recognition they deserve.

So, we decided it would be best to give some of these people an opportunity to talk about themselves, as well as their role in TFConnect.

MANN Magazine readers, we are proud to present to you:



STAFF SPOTLIGHT

Written by **MaltSalt** | Edited by **yeehaw88** | Illustrated by **Alto Arcade** and **Consulting Burrito**



Four simple questions, with many answers coming straight from the TF.Co Staff Team's mouths!

"Introduce yourself!" "



"Hi, I'm **Polybrow**! I make music for a handful of different communities online, and I'm one of the main organizers for TFConnect!"



"Hey, I'm **Agro** and I'm a Pyro. Have been playing daily since *Team Fortress Classic* was new."



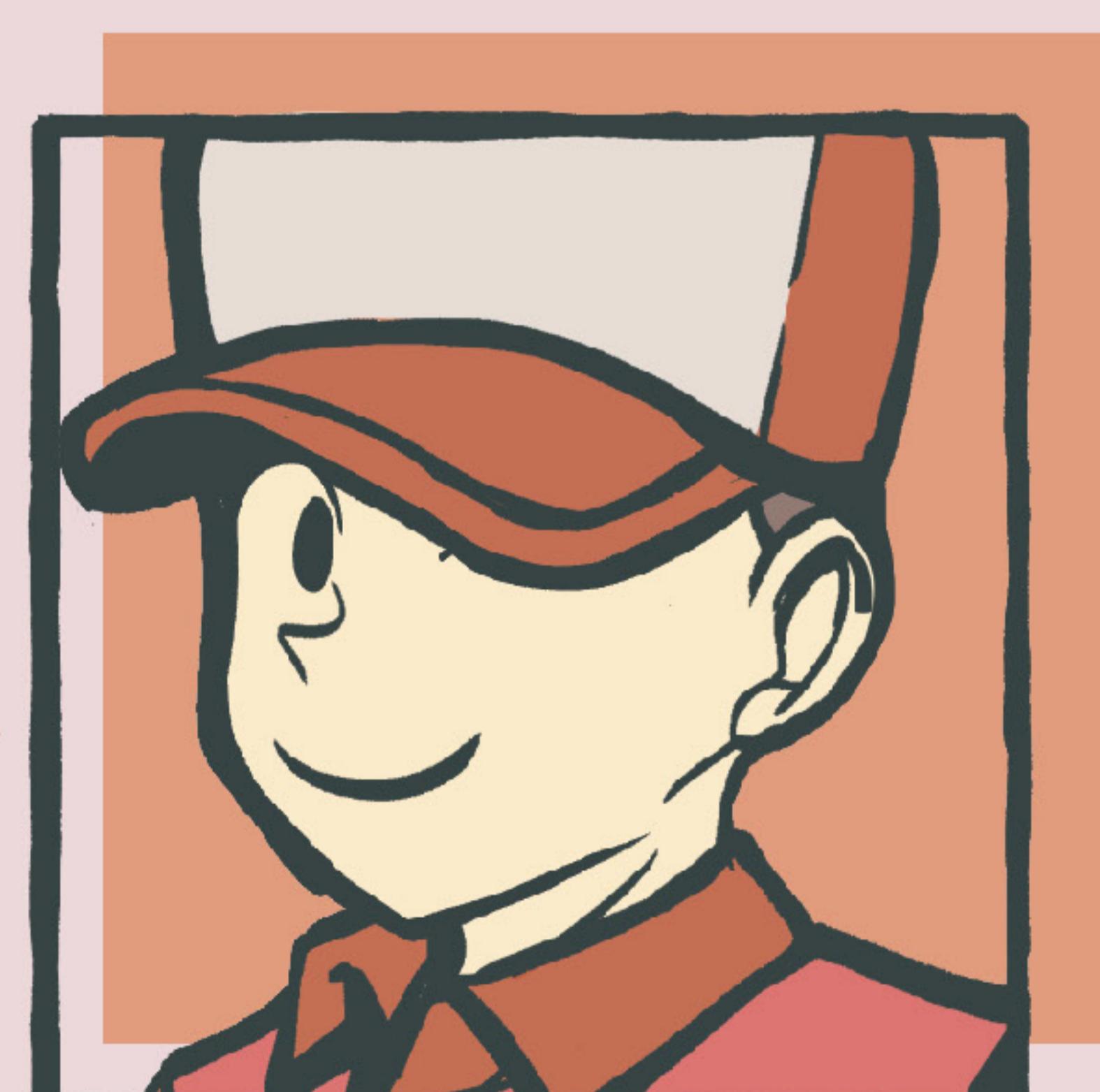
"My name is **Shork**. I'm a TF2 content creator who focuses on a lot of community work."



"Howdy, I'm **Springair**! I'm part of the TFConnect Core Team and just a guy who just loves making music, coding and being in the TF2 Community!"



"I'm **CheddZy**, Project Lead & Designer on TFConnect. I love photography, and my favorite all-time games are *Quake*, *Team Fortress 2*, and *Minecraft*. I'm currently studying Visual Communications & Design academically!"



"Hi, my name is **Mikusch**. I'm a hobbyist programmer who occasionally develops both official and unofficial custom gamemodes and experiences for TF2."

Now that you know the staff just a little bit better, lets move on to the next question we asked them:

“What got you into Team Fortress 2?”

This is a staple question that we ask almost everyone we interview. It's simple, but important considering the significance of most of the people that we talk about. Not to mention, everyone has a story! And the staff at *TFConnect* are no exception.

Starting with **Polybrow**, they said that a “combination of offline friends talking about the game and online friends pestering me to play,” which eventually worked in 2013 when they downloaded and installed the game. “I distinctly remember getting my highest killstreak in my first year of playing”, they said. They were a free-to-play Engineer, with a “seemingly pretty good sentry spot.”

Next up, we have **Agro**. They said that they “used to do a TF2 podcast back in the day.” Nowadays, the main thing that comes to mind for most people when “TF2” and “podcast” are said in the same sentence is *Kritzkast*. Back in the day, when TF2 was less active on YouTube and less individuals like *elmaxo* and *LazyPurple* had a platform, podcasts were the de facto medium.

Spring’s story is that their “best friend in middle school had suggested it to me for a long time.”

Before then, they had only seen TF2 being played by *CaptainSparklez* and were on the fence about if it would have been their “kind of game.” Upon trying it, there was no turning back. “I was instantly hooked,” they said, “and I haven’t looked back since.”

Next up is **Shork**, and like other higher *TFConnect* staff members, he has been playing for a LONG time. Over 10 years, to be precise! “I started playing in 2013 at 12 years old when my step brother introduced me to computer games,” he said, and, as with many others, he has been riding the TF2 train strong ever since.

Second to last is **CheddZy**. They said they “got into TF2 through my [their] sister” 12 or so years ago when she showed them the Orange Box. As with many people, this was the point of no return. They, after enjoying the other two games, found their way into *Team Fortress 2*.

Finally, we have **Mikusch**. As with many others, they got into the game in the early 2010’s, specifically in 2012. When a classmate told them about the game, they quote “called it stupid.” Despite this, they decided to play it anyway. And since that fateful day, they have accumulated “around 16,000 hours” on TF2. To put that into perspective, there are just under 9,000 hours in 1 year. Meaning that this individual has spent about 4 hours playing TF2 every single day since they first started playing. “Time well spent,” they remarked.



Moving on to more specific questions, we wanted to display what exactly these staff members do for TFConnect in more detail. Who really does what, so to say. It's a group effort, which means that everyone does something! And while everything everyone does is equally as important, most people do different things. With that in mind, let's take a look at everyone's jobs, starting with Polybrow!

When asked, Polybrow said that they mainly work on **“implementation of music and sound design”** for events. This covers music, but also includes sound effects. Polybrow, however, said they aren't the person who makes music for the event, and were kind enough to give names of some of the people who do.

- OrangeGlazer
- Pumodi

We asked Agro next, and they act as a senior advisor, so to speak! **“I offer my voice, experience, contacts, and support to CheddZy and the rest of the team, whatever is needed.”** They went on to remark that what they contribute is **“apparently useful enough to keep me on staff.”**

Spring has also done their fair share of stuff for TFConnect as well! **“The first few years I helped make music,”** they said **“and then I stepped into a role in which I could help more behind the scenes.”** As of now, they **“help make sure things are flowing well, keep touch with other communities, and just do general housekeeping on the backend.”** Something that seems to go unnoticed by a lot of people is the music that goes into an event. In case it isn't evident by how many people work on music, it's kind of a big deal, as with a lot of other behind the scenes things that Spring seems to work on.

As you might already know, Shork is a heavy hitter at TFConnect, being a co-leader of the project. Because of this, he is in charge of **“a lot of different things.”** The main things that he brought up was him being a creative lead, as well as working on marketing and making trailers with their artists.



To put it bluntly, CheddZy is the lead of TFConnect, specifically worded as the **“Project Lead”** as they put it. They are in charge of supervising the vision, scope, and risk of yearly events. They went on to state that they were the **“designer on the project.”** They are also responsible for web and promotion designs on top of general brand identity. **“Part of my job is to oversee everything,”** they said, **“so I'm pretty involved with almost every aspect of the project.”**

To top it off, there is once again, Mikusch. The first thing they mentioned that they do is make the server plugins for the event. **“Aside from that, I oversee anything that goes into making the actual Team Fortress 2 segments work.”** Basically, if you see something silly, interesting, or otherwise different than how “vanilla” TF2 looks or works in any TFConnect content you watch, that's Mikusch! **“I have a very deep technical knowledge about this game, so I am sort of the designated ‘Source Engine specialist’ of the team.”**

The final question on the docket is simple:

“Do you have anything else you want to say to the readers? ”

It's a simple question, and it gives them the opportunity to say whatever they like to you, the readers. With that said, let's hear the untold wisdom the TFConnect staff has to impart upon all of you. Take a moment to laugh, MANN readers, because it's about to get silly.

“Thanks to those that have watched and contributed towards TFConnect in the past, and I hope those that haven't are interested in it now! I always find myself surprised and impressed with the new content different people on the TFConnect team bring to each event, so keep your eye out for any news on what might be coming up next!”

– Polybrow

“I'd highly recommend getting involved with something in the TF2 community. Even if you don't know what you're doing to start out, you'll build skills that'll make you a better person.”

– Agro

“I've come to realize that the biggest moments in my life were caused by me pushing myself outside my comfort zone. Don't be afraid to push yourself, sometimes it can lead to wonderful things and you'll thank yourself later.”

– Spring

“TFConnect has made December such an amazing month for the team and hopefully the community too. The TFConnect team is like its own little family that grows each year, everyone is super friendly to each other and we all just kinda have this super nice connection! And that's what TFConnect is about. We want to show the TF2 audience how amazing the community and all the smaller communities within it can be!”

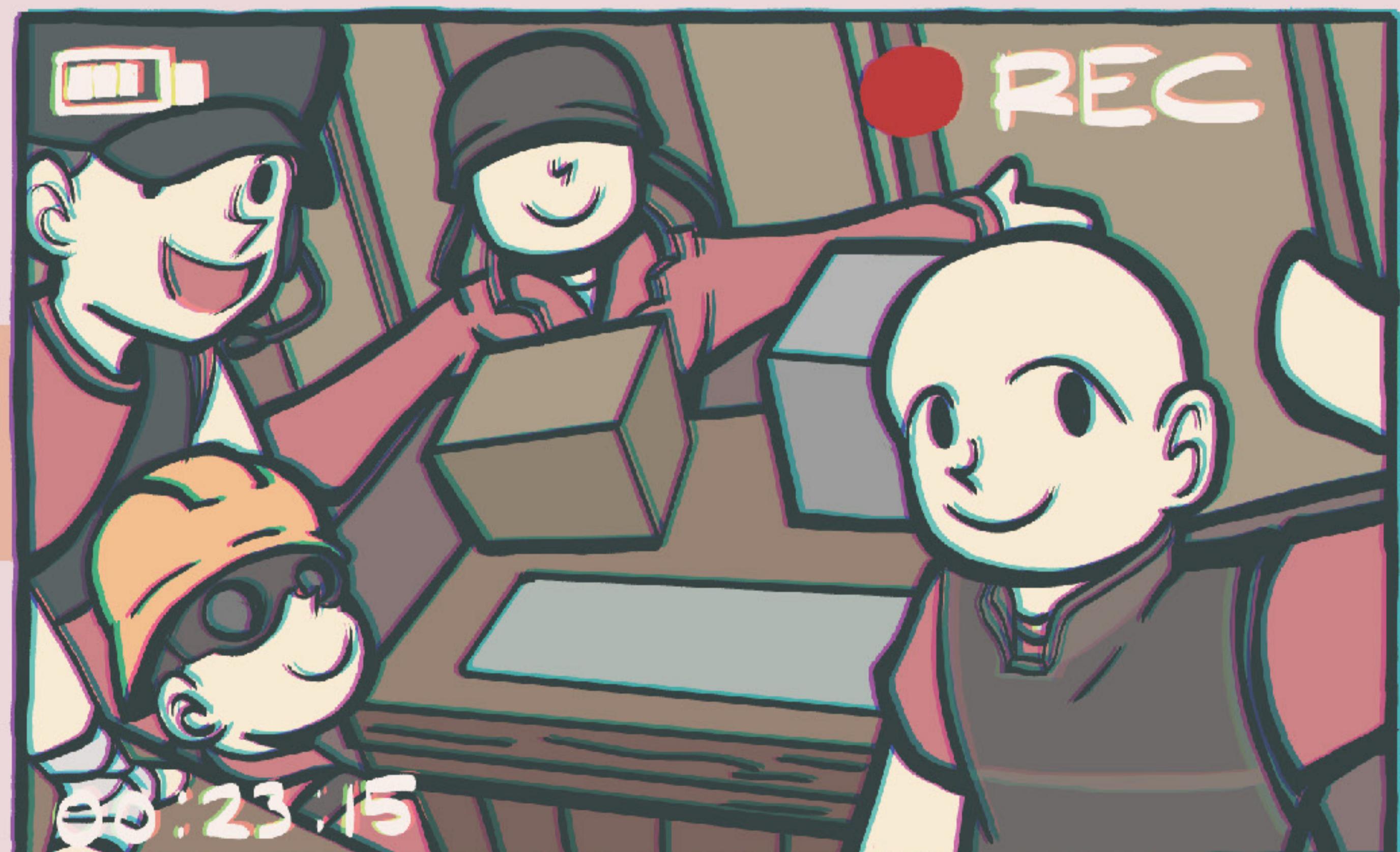
– Shork

“Never dig straight down.”
– CheddZy

“Stay frosty.”
– Mikusch

After reading this article, we at MANN Magazine hope that you've learned a bit more about some of the amazing individuals who make TFConnect possible. You guys do some absolutely amazing things, and we wish you the best in all future endeavors.

Stay Frosty!



(P.S.: Special thanks to Spring for being my contact to TFConnect. You made this whole process about 10x easier!)

LOVE, HATE and Loathe

PRESSES

MERCHANDISE

WRITTEN BY YEEHAW 88

ART BY BECKER92

LAYOUT BY ALTO ARCADE



Remember when you were little and your parents would take you to the toy store? You would run circles around all the shelves and after violently shaking down your parents for their paycheck, you were allowed a singular toy?

Mock power tools, little charming dolls, unisex pool noodles, and all the fun stuff for all children to enjoy. Now if you were a child who enjoyed the sub-genre of pain and pleasure that is "video games" you didn't have much at the toy store. One would be lucky to find a plucky plumber doll or blue speedster action figure, but those two don't quite apply to our audience.

What you all are are Team Fortress 2 fans, and last time I checked: Team Fortress 2 merchandise isn't sold at toy stores, department stores, soup stores, or even high-end fashion stores!

I do also suppose that Team Fortress 2 fans aren't the people entering toy stores to look for products for their M-rated video game, but the inner child can dream!

Now let us pretend that we are all "working adults" with "jobs" and "money." The need for action figures to kiss and fight and kiss again is suppressed and replaced by the need for cups to drink bitter black coffee from or clothes to protect the body from harsh cold and to hide the third nipple on one's chest.

Hey, Valve Corporation, sell me physical goods for your digital good-centric game! ...

What is this now? The Valve Store is closed? What the- How am I supposed to buy anything for their games?

Also doesn't that mean you can't officially buy the Spycrab or Archimedes plushies anymore? Oh, it does? Great, thanks Valve Corporation.

I am holding my fist to my cheek in ennui and my wallet has wiped its brow thinking it won't be miserably robbed of its many coins, the fat lard.

If only this entire issue of MANN was fully partnered with folks very interested in dissecting my wallet for its dead president's organs for the most virtuous charity.

... Wait a second.

Why do I feel the cold and most likely on a list hands of Jack Frost uncomfortably palming my shoulders?

Oh never mind, it is my boss and Acting Lead of MANN Magazine TableCroissants here to point at the issue this is for-

AND OH MY GOODNESS, MY SENSELESS RAMBLINGS ARE BEING USED TO ADVERTISE THE MOST FUNCTIONAL AND FASHIONABLE TEAM FORTRESS 2 GOODS SOLD BY ESTEEMED CHARITY GROUP, TFCONNECT?

Why didn't anyone tell me? That's right folks, and particularly the ones looking to dress warm and stick things to their walls, on top of being a well-produced charity livestream with all sorts of gimmicks that keep you hooked well enough to open your heart and wallet to SpecialEffect, TFConnect will sell merchandise that you now can't find anywhere else in terms of vague officialness or quality!

In character with TFConnect, all of the proceedings, (minus unavoidable costs of doing business,) will be going back into the charity one way or another! Shop 'till your little benefactor heart drops!



Pyro lovers can rejoice in the smooth designs that give you that cozy feeling akin to your associated donation.

Speaking of Pyro, while it may be winter now and the craving for hot hoodies is high: TFConnect will have you covered for the summer heat with comfort tees and classic crew necks!

"B-b-b-but I don't want to wear the nice shirts with proceedings that actually help people, I like my current shirts!" One may say!

For once, I won't bludgeon the hypothetical counterargument voice in my head, for TFConnect gives you more than just shirts to buy!



The TFConnect mascot, Croaker, can be framed, nailed, and imprisoned in your home via poster or stylish desk mat! Or perhaps use him like a crown with a balling beanie or a comfortable cap! *Don't think I don't see you in the back Team Fortress Trade enthusiasts, TFConnect hooked you guys up with socks!*

Moving further away from the wearables and posters, TFConnect offers fun stickers at remarkable prices for those with little to give but who are eager to spend!

Ever consider that your plain coffee mugs aren't enough for the daily brew of sugar and milk? Try one, or all, of the designs from the coffee mug collection to place pep back in your step.

(Or you could just drink it black, you lilly-livered but ever-so-generous benefactor who should still try the mugs anyway!)



For those, like myself, that want a nice cold sud in a timeless style- BAM- the pint glass with a sick TFConnect branding along the side has you nice and frosty for whatever-totally-is-water drink you have for the holiday!

And that's your store tour wrapped up in a Christmas bow! While I, yeehaw88 from October, may not know what is in the store at the very second you are reading this, I can assure you that it will be sublime!

What are you waiting for, me to catch up to you from October? Don't be silly, donate and support TFConnect 2023 today! As for me, I may be a little stuck. I think one of the other writers used pumpkin spice glue on my door, but don't fret, I will be catching the charity stream from my increasingly colder writer's desk! Catch you there, or sometime in 2024 when the glue finally cracks.





**I WANT YOU
TO BUY THE MERCH**

NEAREST TFCONNECT WEBSITE

PORTER UN CHAPEAU

MANN

TABLECROISSANTS
EDITOR-IN-CHIEF

SPECIAL THANKS TO

AGRO
CHEDDZY
MIKUSCH
POLYBROW
SHORK
SPRINGAIR

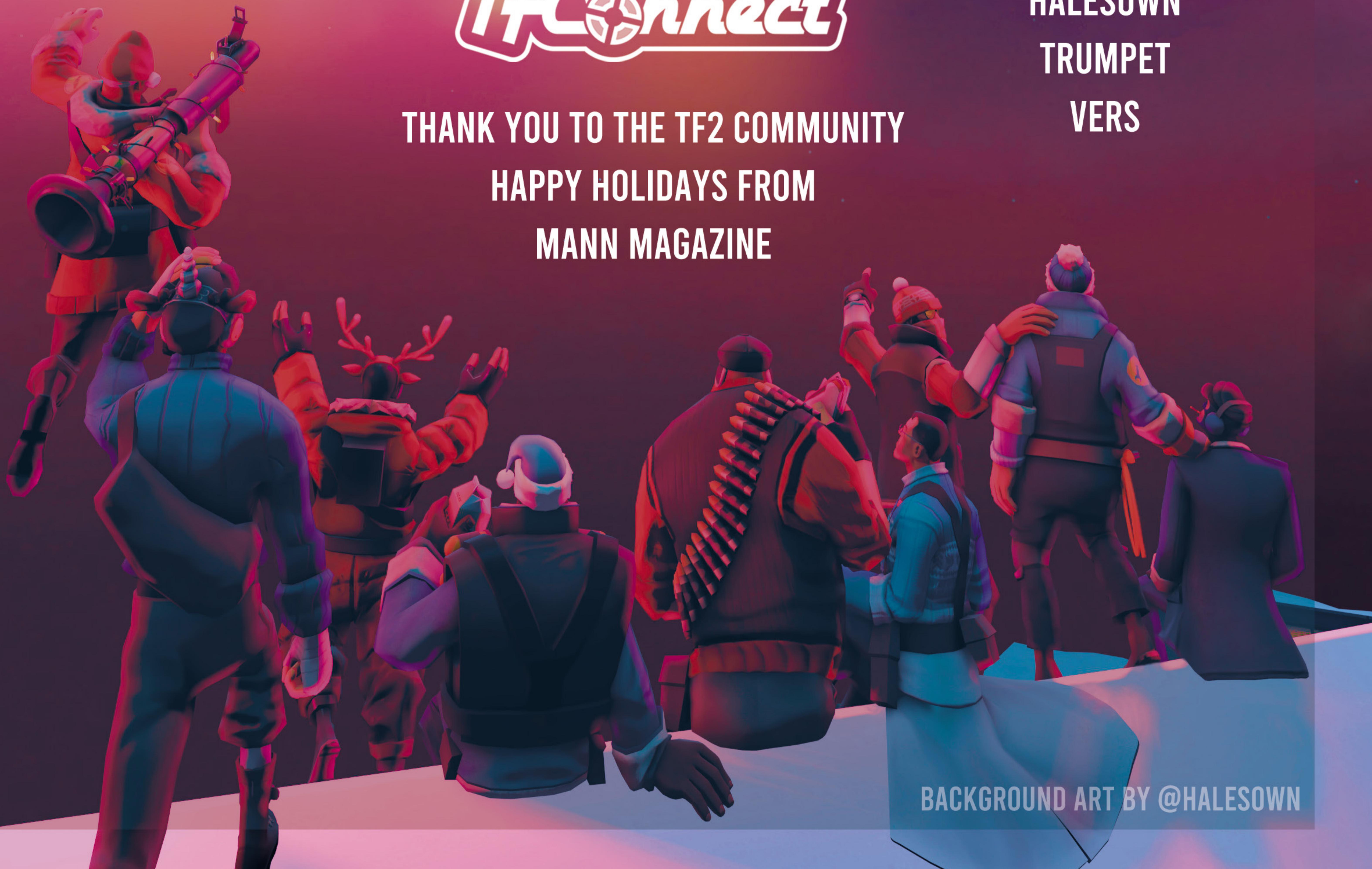
ALTO ARCADE
& NENKAI
HEAD OF ARTS

ARTISTS &
FORMATTING

BECKER92
CONSULTING BURRITO
GREMLINDRAWS
HALESOWN
TRUMPET
VERS



THANK YOU TO THE TF2 COMMUNITY
HAPPY HOLIDAYS FROM
MANN MAGAZINE



BACKGROUND ART BY @HALESOWN



PORTE UN CHAPEAU

MANN x **TFC**connect

SPECIAL

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